LIMITED EDITION
NUON
DVD Interactive
FREEFALL
3050-AD
TEEN
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ESRB
DVD
SONGBIRD
TAKS
Total ArKade Software Ltd

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SCENARIO

It is the year 3050 A.D. Mankind has laid waste to the once beautiful planet called Earth and is forced to seek accommodation elsewhere. Huge sky-bound cities now dominate an environmentally controlled stratosphere. The increase in city population has also led to an increase in crime. Gangster syndicates are taking over and are forming a dark new order. There is only one hope for justice—an elite core of uncorruptible law enforcers to protect and to serve. They are our only hope. They are our only future...

You are Commander Alexander Menon of the Drop Corps. At your disposal is a state-of-the-art defense suit, equipped with parallel lasers, grenades, airbrakes and anti-grav boots; it is all you have to keep the peace.

Scared? Who wouldn't be...

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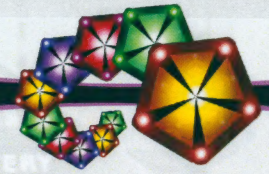


GAME OVERVIEW

Freefall 3050 A.D. consists of four missions, with each mission containing four stages. There are also four training missions to help you refine your playing skills.

You can choose any of the four missions to play at game start. But remember, the higher the mission chosen, the tougher it is!

On completing a mission you will be given a password; you can enter this password the next time you play the game to resume where you left off.

Freefall 3050 A.D. offers new game play and it is recommended that you play the training missions before trying the four main missions.

Quick Start Points

1. Shooting

To shoot at enemies that are circling you, switch the camera to side view by pressing **L** and **C Left** on your controller.

You can switch back to a top down camera view by pressing **L** and **C-Left** again.

2. Look Around

To rotate on the spot and shoot enemies around you, hold the **L** button while moving the D-pad.

3. Airbrakes

On loading the game the 'Auto Airbrakes' option will be set to On.

This means that if your drop speed reaches 160 KPH your airbrakes will automatically cut in to decelerate you to under 160 KPH.

When you are under 160 KPH, the auto airbrakes feature will switch off, and you may use them as normal.

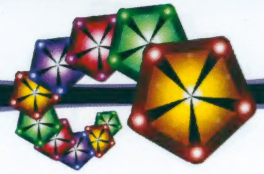
You can switch the auto airbrakes option to 'off' to allow more control of your drop speed from the in-game options (press **START** to pause) or the Option menu from the title screen.

You can maintain a steady drop speed by tapping your airbrakes repeatedly at the desired speed or just below it.

The faster you dive over 160 KPH the more energy you lose.

4. Grenades

When your grenades explode they create an explosion area. If you are too close when they explode you will take damage, so keep your distance!



GETTING STARTED

At the Title Screen you can choose to:

Start Game

- Play any of the four missions — bear in mind the higher the mission the tougher it is.
- Enter password to restart where you left off.
- Try the Training Missions
- Choose any level from the game (this is only available IF you have completed all missions on the Hard Difficulty level).

Options

- Set Difficulty level (it is set to Normal as a default).
- Set Auto Airbrakes on/off.

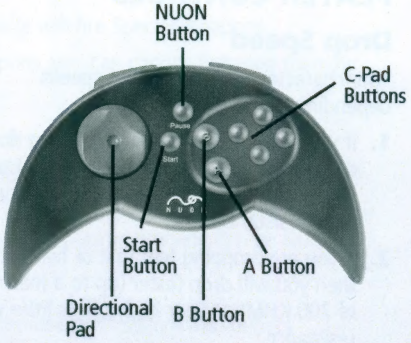
  Auto airbrakes are set to On as the default, with Normal difficulty, at game start.

  If you set difficulty level to Hard then auto airbrakes are not available.
- Set Music and Sound FX volumes.
- Choose Player Control Modes (Normal or Advanced, default is Normal).

  Advanced allows you far greater flexibility in placing the camera around the player but takes practice!
- Re-configure player controls.

CONTROLLER

Buttons



A to fire lasers. You have an unlimited supply, but they are not as effective as grenades.

B to fire grenades. These are limited in supply but are more effective than lasers.

C-Down to toggle camera view from third person to first person view.

When in first person view, an icon appears in the top, right corner of the screen to show you your orientation.

C-Left to toggle in and out of a dive.

C-Right to switch between Special Weapons.

C-Up to toggle in and out of Landing mode.

L to lock your body position.

- This is used with the stick or D-pad to rotate on the spot.
- It is also used to switch camera views when held and the **C-Left** button is pressed.

R to use Airbrakes.

Stick If button L is held and the stick is moved, you rotate on the spot.

OR

You can move across the tunnel if you move the stick on its own.

D-pad This does the same as the stick.

Start button Starts the game.

NOTE: If you do not have a wired NUON gamepad to use, you may also use the infrared controller. The infrared controller is <u>not</u> recommended for use as a primary controller. Please see Appendix A for controls.

PLAYER CONTROLS

Drop Speed

Your character falls at different speeds depending on his orientation.

1. If your body is horizontal and facing down or up the tunnel, you will drop at a slower speed because your body will offer more wind resistance.
2. If you are dropping feet first or head first then you will drop faster (up to a maximum of 200 KHM) as your body offers little wind resistance.

If you hear the Drop Speed alarm you can decrease your speed by changing the angle of the player's body to the wind and/or using your airbrakes.

Player Cameras

There are two camera control modes to choose from in Freefall 3050 A.D., Normal and Advanced.

Normal

This is the easiest to pick up and play, BUT offers less flexibility in terms of the player's body orientation and the camera view.

There are two camera views you can choose from in Normal control mode:

A. Top Down Camera

Here the player is looking down the tunnel and the camera is positioned above him looking down over his shoulders.

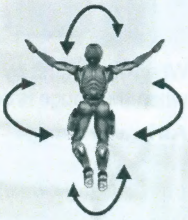
If you want to look back up the tunnel hold the **L** button and press down on the **D-pad**.

B. Across the Tunnel

Here the player is looking across the tunnel and the camera is behind him.

You can move the player around the tunnel by moving the **D-pad**.

To switch between Top Down and Across the Tunnel views hold the **L** button and tap the **C-Left** button at the same time.



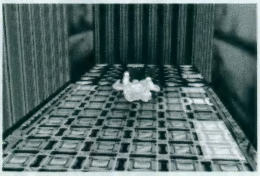
Rotate on the spot

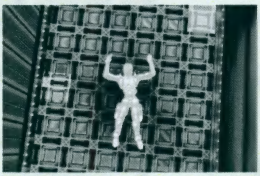
If you want to rotate on the spot hold the **L** button and move the **D-pad** in the desired direction.

Advanced

This is basically the same as Normal mode **except:**

- When you hold **L and tap C-Left the camera rotates 90 degrees** relative to the orientation of the player's body, whereas, in Normal mode, you only switch between Top down and Side on camera views.
- The **C-Left** button **rotates the PLAYER 90 degrees to the camera view**.
- When you are in Landing mode you can only come out of Landing mode by pressing **C-Up**.





Endzones

In all four Endzones there is a slight change to the player camera control.

You still have an overhead camera looking down on the player BUT you can tilt the camera back, up to 90 degrees, to look down the Endzone.

To tilt the camera back, hold the **L** button, then push down on the **D-Pad**.

HUD—CALLOUT BOXES

Speed

This shows your drop speed.

If you go over 160 your suit heats up and you lose energy!

O_2

Your bodysuit has a limited supply of oxygen.

If it runs out you lose one of your lives.

Alt

The display shows your altitude.

You exit all levels (except Endzones) when you reach 100 meters.

♥

This gauge shows player energy.

When you are hit by enemy bullets/explosions you lose energy. You lose a life when the gauge is empty.

Airbrake Gauge

When airbrakes are used the gauge slowly fills from Green (Normal) to Red (Overheat).

You must wait for the airbrakes to go back to the green zone (Normal) before reusing if they have overheated.

Lives: 3

Number of lives left appears briefly at the start of each level in the top right of the play area; it also appears when the game is paused.

First Person Icon

This only appears in the top right corner when you are in first person view and it shows your body's orientation (press button **C-Down** to toggle first or third person view).

Special Weapon Box 1

This shows any Special Weapons you have collected.

Special Weapon Box 2

This shows any Special Weapons you have collected.

You can swap between Special Weapons by pressing button **C-Right**.

Orientation Arrow

This shows your body's orientation.

The top of the arrow shows your head's orientation. The stem of the arrow is your feet.

Grenades

This shows how many Grenades you have in reserve.

Red Arrow

This shows where the enemy is so you can turn and face them.

Green Arrow

This shows where strategic objects/objectives are.

For example;

- In Cyber City, they will appear when Detonators are in sight.
- In Graffiti Edge, when Joydivers appear.
- In SkyCity, to point out the girl, bomb and guitar.

You can use either the Orientation arrow or the First Person Icon in the top right corner to see which way your body is orientated.

TRAINING MODE

Here you can hone your playing skills over four key areas:

- **Camera and Orientation**
- **Landing**
- **Special Weapons**
- **Airbrakes**

Follow the on-screen prompts to refine your player control skills.

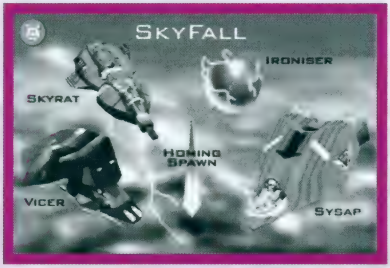
If you reconfigure the control layout, the training missions will prompt you with your chosen button re-assignments.

MISSION 1

Skyfall 1

'Nice of you to drop in...'

High above Cyber City gang members hone their punk skills by attacking any and everything they see. Your beat begins here... show those punks who's boss, Rookie!



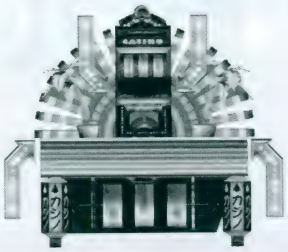
You have to reach the entrance to Cyber City.

The aim is to stay alive while battling Skyfall 1's deadly inhabitants.

When you drop to 100 meters, you will go into auto mode as you prepare to enter the next stage.

TIP: Look and listen for cues that alert you to weapon power ups and health bonuses.

Cyber City



Ironically, built over the ruins of Los Angeles, Cyber City is the only American city to have kept any form of its identity in the form of the infamous "City of Angels" statue. Today Cyber City remains the home of millionaires, and the few people who can afford real burgers. Cyber City is always under threat from terrorists. Due to the strict use of the DNA entry code, most of the terrorist attacks tend to take the form of teleported incendiary devices...

Finding them is easy. Defusing them is another story!

The aim here is to destroy two detonators; one is located at the Casino, the other at the Burgerbar.

Get to the Casino and Burgerbar, trigger the timer on the detonator by shooting it. Then get out of there—pronto!

After both detonators are destroyed you must get to the Exitgate (at 100 meters) before you run out of oxygen.

TIP: Activating a detonator is much easier if you are standing still.

Gateway 1

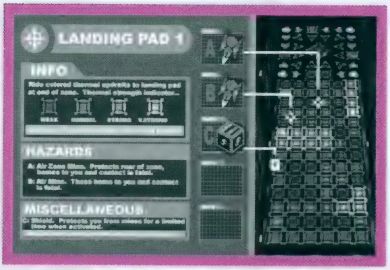
Each city needs heat and electricity and a way to transport them. Gateways serve just that purpose. Deep inside these gigantic structures lies the source of all this power—the Rehbock B Cold Fusion power plant. Getting to this power plant means traversing the Iida K transport system—which is a series of plasma gates, electrostatic locks and thermal exhausts. Keep an eye out for mines, Rookie. Those gangs like to keep things interesting don't they?

You have to reach the Exitgate (at 100 meters) before running out of oxygen.

Negotiate the dangers using your airbrakes and lasers/grenades.

TIP: When entering the minefield, try diving and swerving to avoid them.

Endzone 1



At the base of every gateway is a Rehbock B cold fusion power plant. Thermally cooled by the unique use of highly charged Fulton-Thomas Crystals, each crystal generates a specific thermal force, which you can ride on your way to the landing zone exit area. Unfortunately, power plants make good terrorist targets. Knocking out a city's electricity for a few days makes it much easier to get past burglar alarms, doesn't it? Check the Endzone for bombs and watch for booby traps. Once they are clear, make your way to the landing zone before you run out of oxygen. When you have landed safely, you will be given a password.

You have to avoid the homing mines, and to get past the rear mine you will need the defense shield. You can determine the direction the thermals will blow you, by the orientation of the thermal color flow. The thermals blow at their strongest in the center. Also, the floor is electrified, so touching it will deplete your energy.

View the Endzone Briefing screen before going into the Endzone, and work out a path/strategy to open up the landing pad.

TIP: Use airbrakes and thermals to avoid touching the floor.

Endzone Notes

1. In all four Endzones there is an adjustment to the player camera control.

   You still have an overhead camera looking down on the player, BUT you can tilt the camera back, (up to 90 degrees,) to look down the Endzone.

   To tilt the camera back, hold the **L** button, and then push down on the **D-pad**.

2. The dive button (**C-Left**) is disabled, as is the Landing mode/position button (**C-Up**).

3. If you drop below 12 meters in first person view, you will automatically go to third person view.

   The camera position stays at 12 meters, even if the player drops to the floor, so you can see your position and the thermals/dangers around you.

MISSION 2

Skyfall 2

'Atomic Wastelands'

You have to save Arielle, the crazy Joydiver, by ramming her four times in order to activate the skyboard's automatic homing device and send her back home. Arielle is a nice girl, and doesn't belong in a place like this! So what are you waiting for? Go get her—if you can!

Look out for Homing Spawn, Cortex gunner and crazy Morgana on her Jetstick.

TIP: Ram her as quickly as you can, otherwise she will out dive you, and you will fail the mission.

Graffiti Edge

In the old days, the land beneath this place was known locally as "The Bronx." Those who survived long enough to make it this far wish it still was. At least then if a cop fell, he stood a good chance of being found—bleeding in the gutter. These days if a cop falls, it's a miracle if he's found at all!

Do your best to save "The Duke," a confused music fan who enjoys joy diving, while battling off the inhabitants of this gang-infested city.

TIP: Watch out for the Magician!

Gateway 2

Just like Cyber City, Graffiti Edge has its own power plant. However, this place is not quite as rich as Cyber City, so the gateway system is a bit more primitive. Be careful navigating those electrostatic locks, they can be tricky!

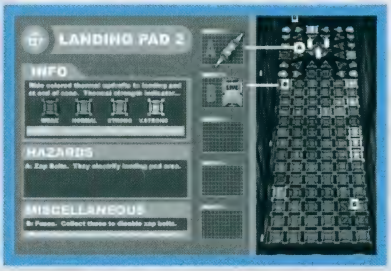
You have to reach the Exitgate (at 100 meters) in the Gateway before running out of oxygen.

Negotiate the dangers using your airbrakes and lasers/grenades.

TIP: Use grenades, not lasers, to shoot floating mines, and use green Plasma Grenades to destroy the Shatterlens near the bottom!

Endzone 2

No bombs here, but booby-trapped all the same. You have to destroy the Zap bolts over the landing pad before you can land safely on it. To do this collect the Fuses scattered around the zone. Once all of the Fuses have been collected, you can then land safely on the landing pad.

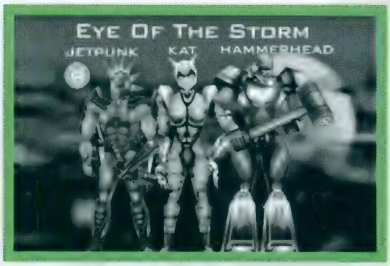


MISSION 3

Skyfall 3

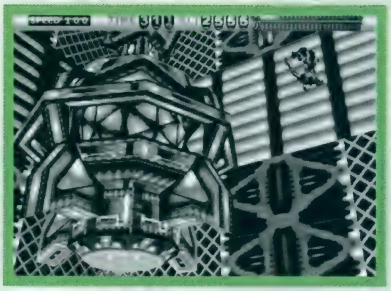
'Eye of the Storm'

"Jetpunk," "Hammerhead," and "Kat" are some of the toughest gangsters you'd never want to meet. Looks like today is your lucky day though Rookie because you're going to meet not one, not two, but all three—at once! You can do it Rookie—or at least you'll die trying!



Generator City

Since the accidental destruction of New York by the third millennium bomb, the cores of the remaining nuclear missiles were processed into a deadly battle cruiser. As a result, this ultimate weapon is lethal if left unchecked. Guess what's happened now? Right, it's been stolen and activated. Only one cop can disable it to keep it from exploding and causing untold damage. Think you can handle it Rookie?



Destroy its outer defenses and engine core before blowing off its hatch and zapping its brain core to destruction.

TIP: To destroy the engine core, get under the battle cruiser, looking down the tunnel in **top down camera** then hold **L** and push the **D-pad down** until you are facing up the tunnel and brake to get the cruiser closer to you.

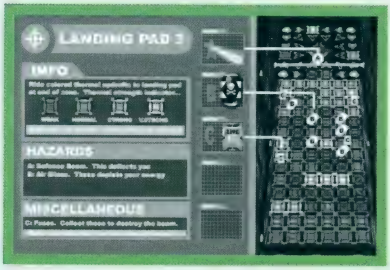
Gateway 3

A stolen police cruiser was last seen heading into this gateway. We can't get it back so take him out! Since this gateway is even older than the last one, you'll need to loosen someof those plasma gates with a grenade or two. Look for the extra grenades we've left for just such an emergency.

You have to reach the Exitgate (at 100 meters) in the Gateway before running out of oxygen. Negotiate the dangers using your airbrakes and lasers/grenades.

TIP: Plasma Grenades work better against plasma gates. If you keep bouncing off plasma walls use your airbrakes and the dive position to slip past them, or try timing their on and off times!

Endzone 3



I see the gangsters are starting to tire of your constant victories and have booby-trapped the power plant end zone once again. Well, you know what to do...

To gain access to the landing pad you will have to disable the blue defense beam by collecting four Fuses scattered around the zone. Once you have collected the four Fuses, the landing pad will be safe for you to land.

MISSION 4

Skyfall/Skycity

Since the invention of the Air Guitar, freefalling rock bands have really hit the big time! However, these air-blasting concerts are often prone to terrorist attacks. Because of the extreme altitudes of the crimes, and high profiles of the people involved, only the best and most legendary Drop police get to see such missions. If you get that far, Rookie, you can truly say you have kissed the sky!

You have to rescue a Rock Star from the clutches of Cortex Gunner. He has placed a bomb inside her guitar and locked it to her wrist with a mag-link. You have to weaken the mag-link by zapping her with Demag beams and/or ramming her until she is free!

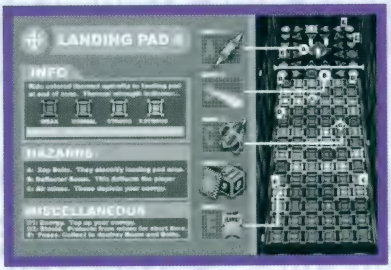
Gateway 4

Do you remember what they say about saving the best for last? Well, we've certainly done that. This is by far the most dangerous and deadly gateway you'll ever have to navigate. Don't worry about having to do it again—because you'll probably never make it all the way through anyway Rookie!

You have to reach the Exitgate (at 100 meters) in the Gateway before running out of oxygen.

Negotiate the dangers using your airbrakes and lasers/grenades.

Endzone 4



Wow! They really went through a lot of trouble setting up these traps! Looks like you're not Mr. Popular with the gangs. Not only are there normal booby-traps here, but if you screw up, the power plant goes too! Careful this time Rookie—we're all depending on you!

LANDING

You can land on ledges/platforms if you are in Landing mode/position.

Button **C-Up** is used to toggle in and out of Landing mode/ position.

You can spin on the spot if you hold the **L** button while pressing **D-pad** left or right.

When in Landing mode your speed automatically decreases to give you more time to position yourself for landing.

If you are not in Landing mode when you collide with a platform, the platform will spin and you will pass through it without harm.

If you hit a ledge and you are not in Landing mode you will bounce off.

When you have landed the view will automatically switch to first person.

You can move around by pushing the **D-pad**.

Left and Right on the pad will rotate you on the spot.

Forward and backward on the stick/pad will move you in the chosen direction.

When you drop off a platform or ledge, the view reverts to above the player, looking down the tunnel.

MESSAGES

You are given prompts from HQ in the form of text messages.

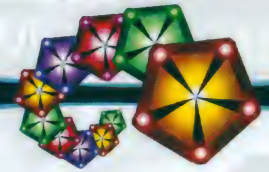
A beeping sound will be heard as the messages appear to alert you to approaching danger or to give you information.

POWER-UPS

You can Power-up your Energy Gauge and your Grenades by collecting pick-up boxes as you fall through levels.

You will be prompted that a pick-up box is approaching by icons appearing in the top left corner of the playing area and audio cues.

It will show the pick-up approaching and how far away it is, up to a maximum distance of 110 meters.



SPECIAL WEAPONS

Pressing buttons **A** and **B** simultaneously will fire Special Weapons.

If you have two different Special Weapons, you can choose between them by pressing button **C-right**.

Plasma Grenades

These are used to destroy the brown pulsing Shatterlens found in Gateway 2.

You have to wait for the recharge bar (the third bar along from the left, on the bottom of the screen) to fill before a second plasma grenade can be launched.

Shield

These protect you for a limited time from enemy collisions and bullets.

If you are in first person view you will see a blue ring around the player icon in the top right corner of the playing area to show the shield is active.

The blue ring will flash for a few seconds before it expires.

Homing Missiles

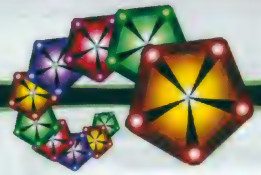
When Homing missiles are selected you will see a cursor appear on screen surrounding the enemy as you look around. If you then fire a homing missile it will home to the enemy you have targeted. If an enemy is not targeted the missile will fly around for a short time and eventually expire.

You have to wait for the recharge bar (the third bar along from the left, on the bottom of the screen) to fill before firing a second Homing missile.

Demag Beam

This is only used in Skycity on Mission 4.

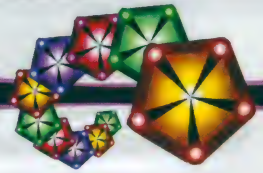
This is a powerful magnetic beam and you have to fire it accurately at the Hostage to weaken the Mag-link, which binds the guitar bomb to the girl.



TIPS

1. Anticipate dangers ahead and use airbrakes EARLY as it takes a second or so for them to build up pressure.
2. Avoid explosions near you as they deplete your energy. Airbrakes can be a great help.
3. Use grenades where possible, as they are more power than your lasers BUT remember grenades are limited in supply.
4. You can depth cue dangers if you watch them closely and use airbrakes to give you more time to judge as they approach.
5. Listen for the text message beep.
6. Watch the power up icon in the top left corner for power-ups approaching.
7. Go to Landing position (because you drop at a slower speed) and airbrake when going through energy cylinders to get as much energy as possible.
8. Get a timing "feel" for when airbrakes overheat so you can avoid overheating where possible.
9. Get used to rotating on the spot with your body horizontal to the 'ground' so you can look around and shoot with confidence.

If you find the missions too tough, practice the Training Missions to hone your playing skills and try completing the game on Normal difficulty first.



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FREEFALL 3050 A.D.

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APPENDIX A: INFRARED CONTROLS

Samsung Controls:

Freefall — During Gameplay

- Joystick = D-pad: Move Left/right/forward/backward
- Enter = A button: Fires lasers
- Return = B button: Fires gernades
- Play/Pause = Start button: Pauses and un-pauses the game

Freefall — Navigation Through Menus

- Joystick = D-pad: Moves highlight up and down
- Enter = A button: Executes selected option/command
- Return = B button: Backs up to previous menu

Toshiba Controls

Freefall — During Gameplay

- Joystick = D-pad: Move left/right/forward/backward
- Enter or A = A button: Fires lasers
- Return or B = B button: Fires gernades
- Play = Start button: Pauses and un-pauses the game

Freefall — Navigation Through Menus

- Joystick = D-pad: Moves highlight up and down
- Enter = A button: Executes selected option/command
- Return = B button: Backs up to previous menu

CONCEPT ART

"TOP DOWN" CAMERA

"BOTTOM UP" CAMERA

CONCEPT ART